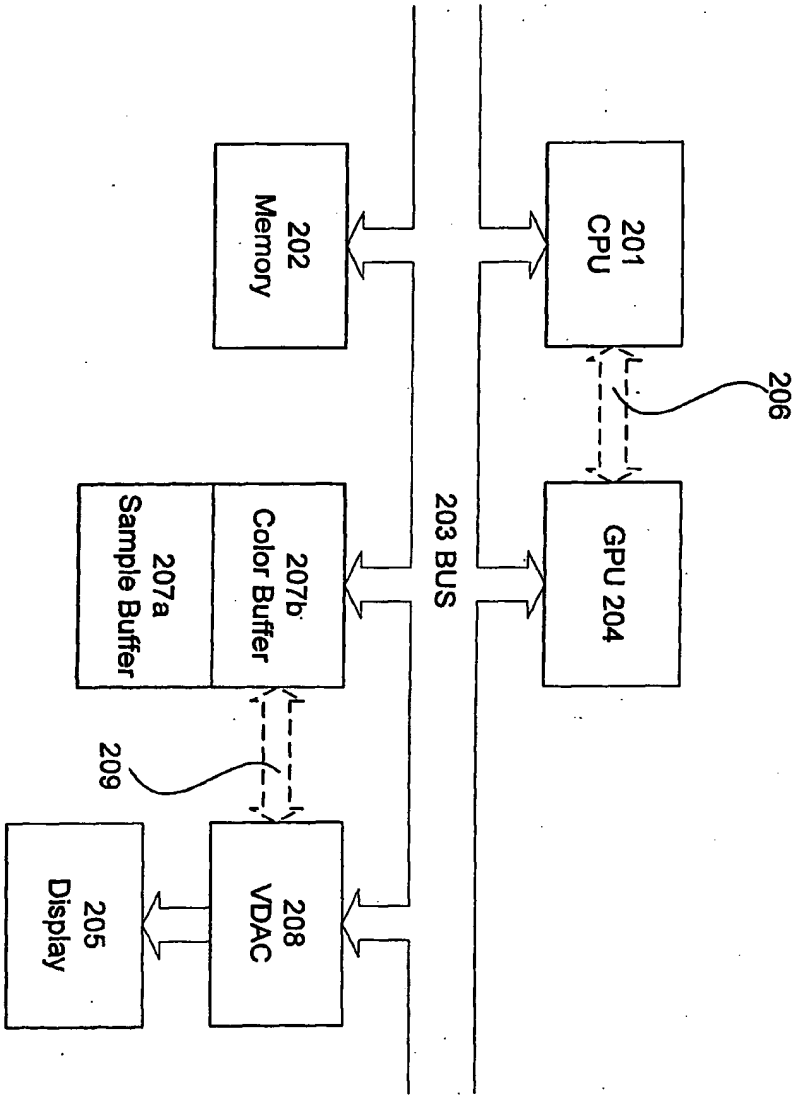
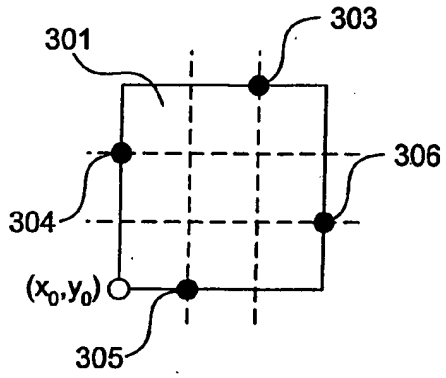

202
Memory
201
CPU
206
203 BUS
GPU 204
207a
Sample Buffer
207b
Color Buffer
209
205
Display
208
VDAC

Fig 1



Quad A

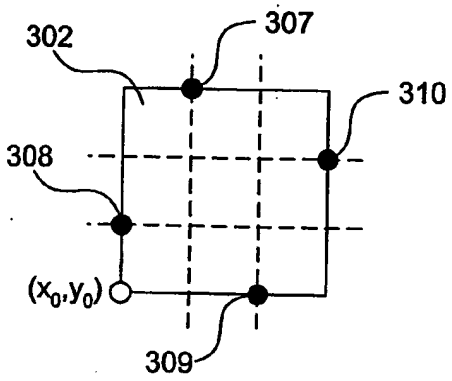
303 = (x0+2/3, y0+1)

304 = (x0, y0+2/3)

305 = (x0+1/3, y0)

306 = (x0+1, y0+1/3)

Fig 2a



Quad B

307 = (x0+1/3, y0+1)

308 = (x0, y0+1/3)

309 = (x0+2/3, y0)

310 = (x0+1, y0+2/3)

Fig 2b

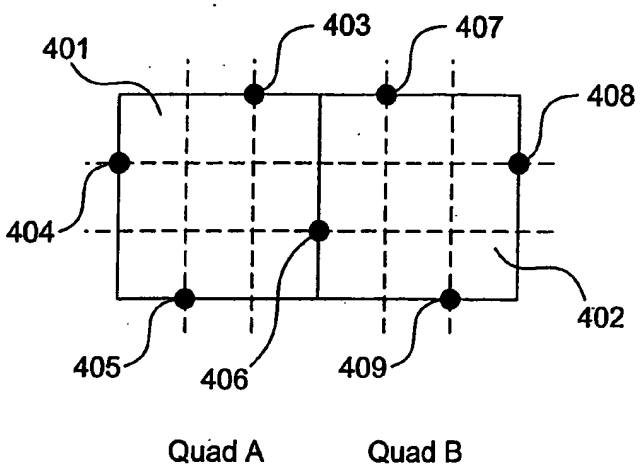


Fig 3

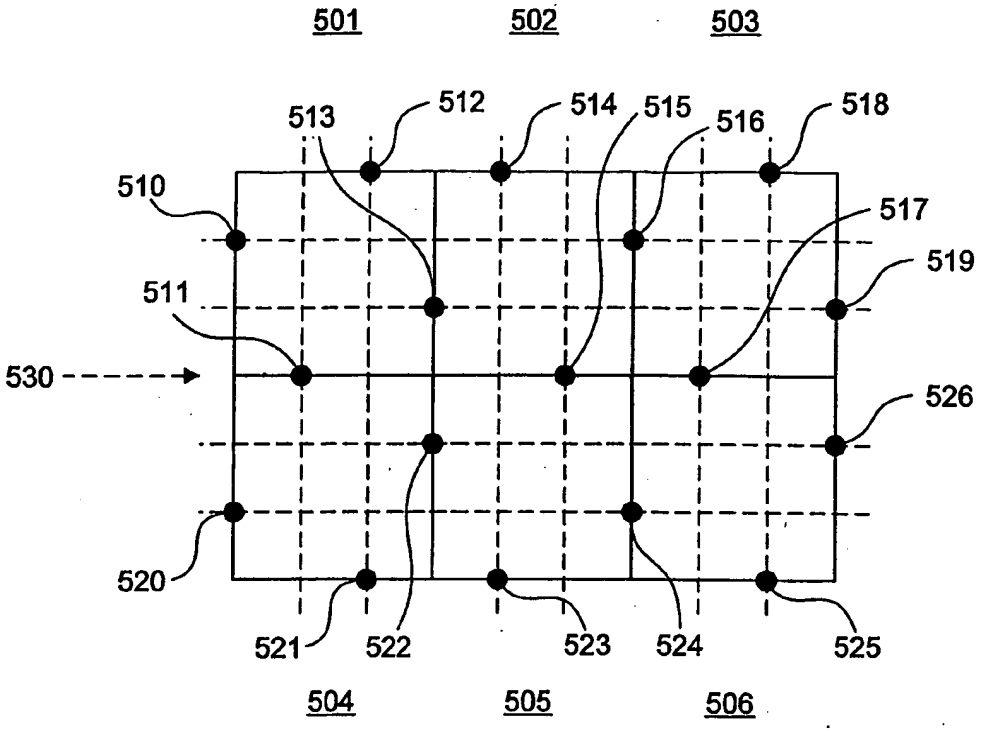

501
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Fig 4

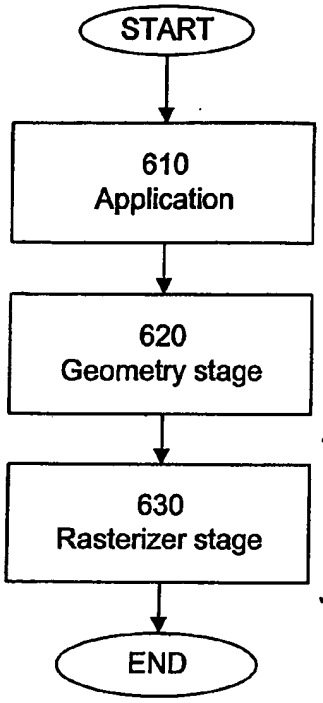
START
610
Application
620
Geometry stage
630
Rasterizer stage
END

Fig 5a

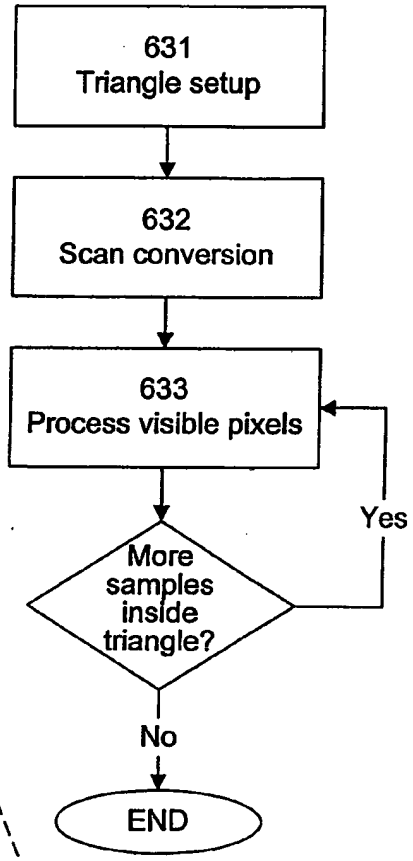
631
Triangle setup
632
Scan conversion
633
Process visible pixels
More samples inside triangle?
Yes
No
END

Fig 5b

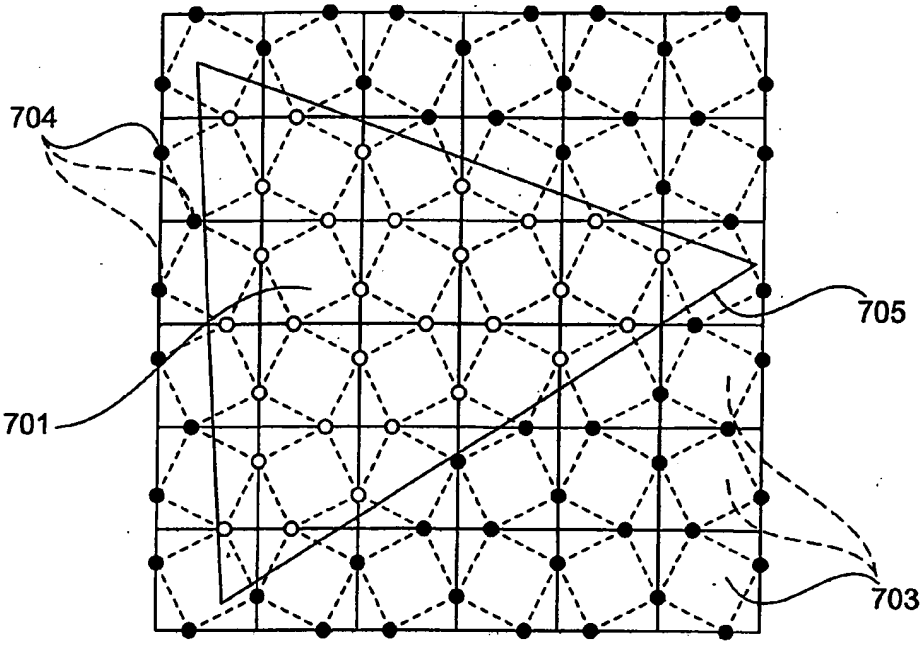

Fig 6a

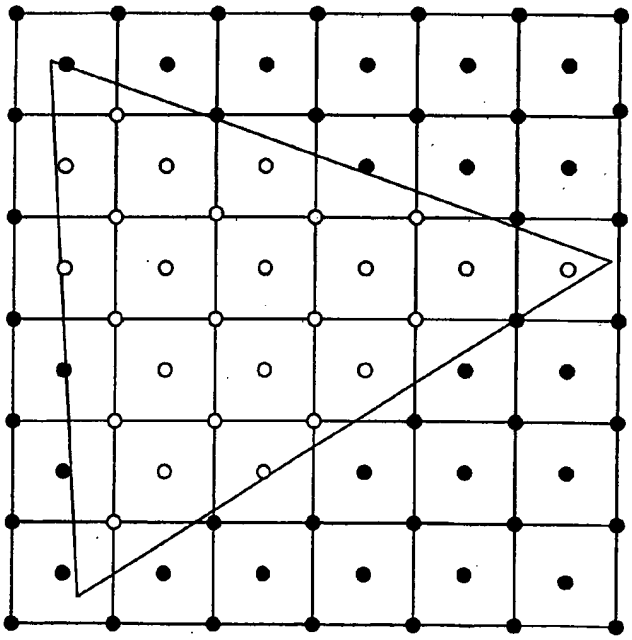

Fig 6b

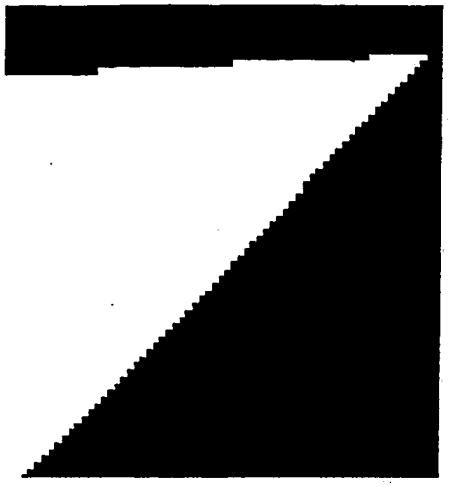

Fig 7a

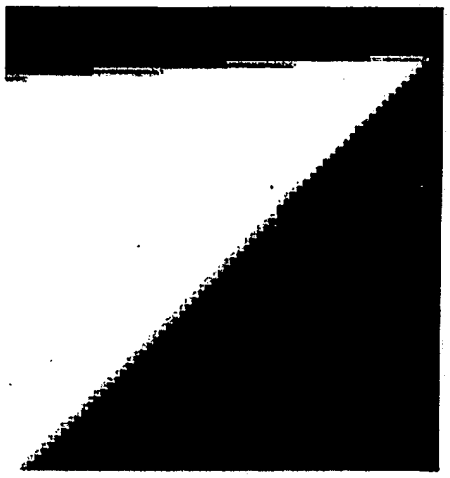

Fig 7b

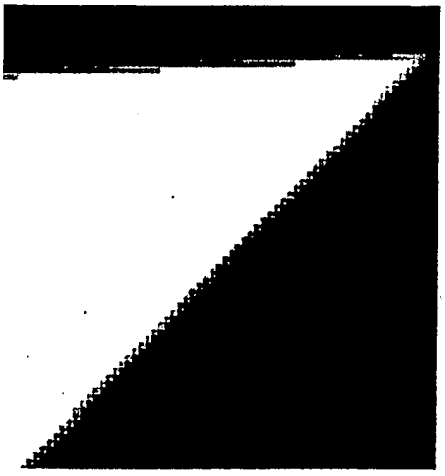

Fig 7c

BEST AVAILABLE COPY